

Sprite1

The image shows the Scratch interface for a sprite named "Sprite 1". The sprite is a green flag. The coordinates are x: -119, y: -144, and the direction is 90. The "Scripts" tab is selected, showing two scripts:

- Script 1:**
 - when green flag clicked
 - forever if key **a** pressed?
 - change y by 10
- Script 2:**
 - when green flag clicked
 - forever if key **z** pressed?
 - change y by -10

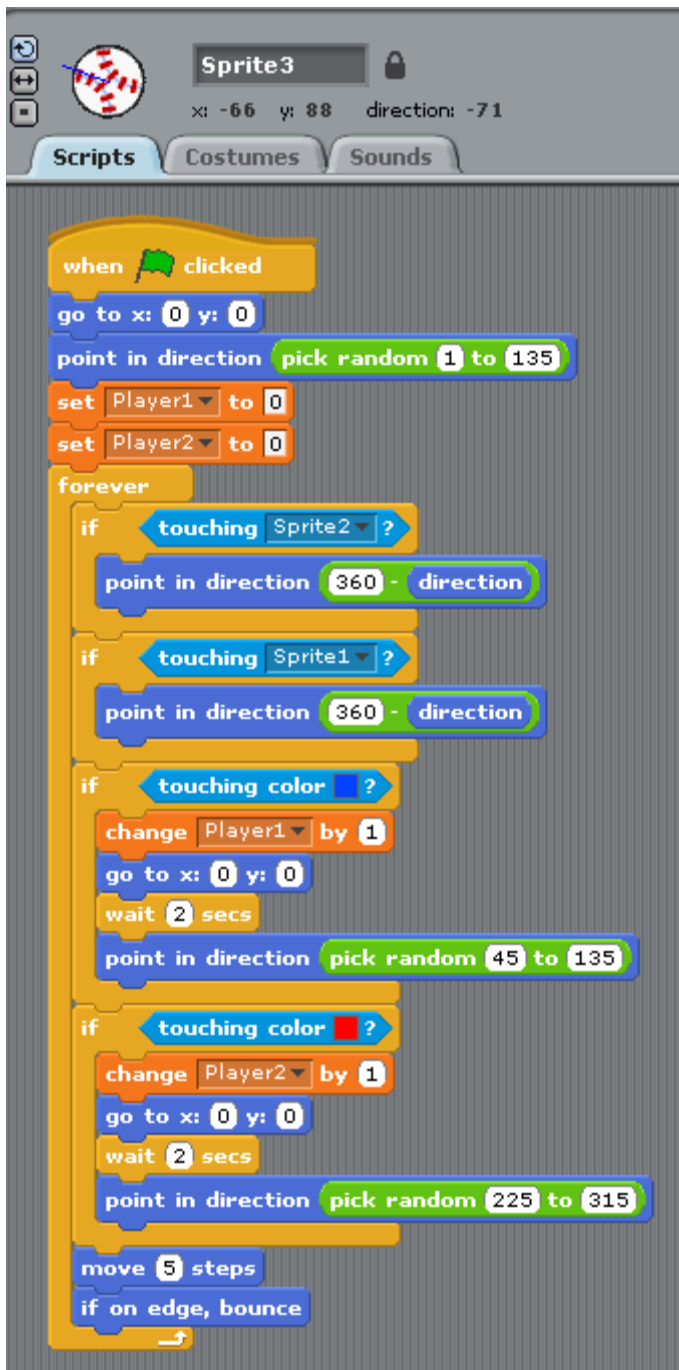
Sprite2

The image shows the Scratch interface for a sprite named "Sprite2". The sprite is a green flag on a pole. The coordinates are x: 118, y: 4, and the direction is 90. The "Scripts" tab is selected, showing two scripts:

- Script 1:** When clicked, forever if key up arrow pressed?, change y by 10.
- Script 2:** When clicked, forever if key down arrow pressed?, change y by -10.

Each script is a yellow block with a "when clicked" trigger, a "forever if" loop condition, and a "change y by" action block. The "forever if" blocks are blue and contain the key "up arrow" and "down arrow" respectively. The "change y by" blocks are blue and contain the values "10" and "-10" respectively. The scripts are connected by a "next" arrow at the end of each loop.

Sprite3



The image shows the Scratch interface for a sprite named "Sprite3". The sprite is a red and white striped ball. The coordinates are x: -66, y: 88, and the direction is -71. The "Scripts" tab is selected, showing a script that starts with a "when clicked" event. The script then moves the sprite to (0, 0), sets its direction to a random value between 1 and 135, and sets two variables, "Player1" and "Player2", to 0. A "forever" loop follows, containing several conditional blocks. The first two "if" blocks check for touching "Sprite2" and "Sprite1" respectively, and if true, set the direction to 360 minus the current direction. The third "if" block checks for touching a blue color, and if true, increments "Player1" by 1, moves the sprite to (0, 0), waits 2 seconds, and sets the direction to a random value between 45 and 135. The fourth "if" block checks for touching a red color, and if true, increments "Player2" by 1, moves the sprite to (0, 0), waits 2 seconds, and sets the direction to a random value between 225 and 315. After the "if" blocks, the script moves the sprite 5 steps and bounces it off the edges.

Sprite3
x: -66 y: 88 direction: -71

Scripts Costumes Sounds

when clicked

go to x: 0 y: 0

point in direction pick random 1 to 135

set Player1 to 0

set Player2 to 0

forever

if touching Sprite2 ?

point in direction 360 - direction

if touching Sprite1 ?

point in direction 360 - direction

if touching color blue ?

change Player1 by 1

go to x: 0 y: 0

wait 2 secs

point in direction pick random 45 to 135

if touching color red ?

change Player2 by 1

go to x: 0 y: 0

wait 2 secs

point in direction pick random 225 to 315

move 5 steps

if on edge, bounce